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Eads(10) **Pub. No.: US 2021/0402302 A1**(43) **Pub. Date: Dec. 30, 2021**(54) **SYSTEMS AND METHODS FOR COACHING
A USER FOR GAME PLAY**(52) **U.S. Cl.**CPC *A63F 13/67* (2014.09); *A63F 13/537*
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(57)

ABSTRACT

A method for processing a self-coaching interface is described. The method includes identifying a gameplay event during gameplay by a user. The gameplay event is tagged as falling below a skill threshold. The method further includes generating a recording for a window of time for the gameplay event and processing game telemetry for the recording of the gameplay event. The game telemetry is used to identify a progression of interactive actions before the gameplay event for the window of time. The method includes generating overlay content in the self-coaching interface. The overlay content is applied to one or more image frames of the recording when viewed via the self-coaching interface. The overlay content appears in the one or more image frames during a playback of the recording. The overlay content provides hints for increasing a skill of the user to be above the skill threshold.

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